

Apple <--> Atari Communications

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The Apple-Atari Communications software allows you to easily transfer data between the two computers. The Apple controls all aspects of the transfer.

The Apple end is a routine called "XA" which loads at location 700 (\$2BC). It is designed to be called from BASIC. There are 5 entry points.

CALL XA,<byte>	Send single byte
CALL XA+3,<word>	Send two bytes
CALL XA+6,<start>,<length>	Send range of memory
CALL XA+9,<string exp>	Send string (and nothing but, ie: no zero)
CALL XA+12,<start>,<length>	Receive range of memory from Atari.

The Atari end of the program is auto-booted from the Apple-Atari Transfer Software disk. It loads from \$2000.2FFF and includes CORDOS which is used by The Print Shop and The Print Shop Companion. Zero page usage is \$80.8F. The Atari end of the transfer software is the part that must respond to commands from the Apple. It supports 7 different commands. The commands are called from the Apple by CALL XA,<command>. The parameters, if any, that follow are dependent upon the command. Here are the specifics:

0-Receive Block

<starting address> (word)
<length> (word)
<data>.....

1-Execute CORDOS command

<filename>,<zero byte> (text followed by zero)
<starting address parameter> (word)
<length parameter> (word)
<CORDOS command> (byte)

2-CATALOG a CORDOS disk, no parameters.

3-JSR to subroutine in Atari. Returns to transfer software. <address> (word)

4-Read sectors into Atari memory

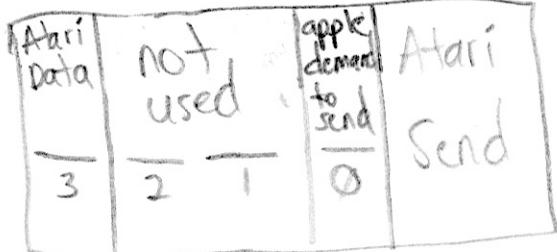
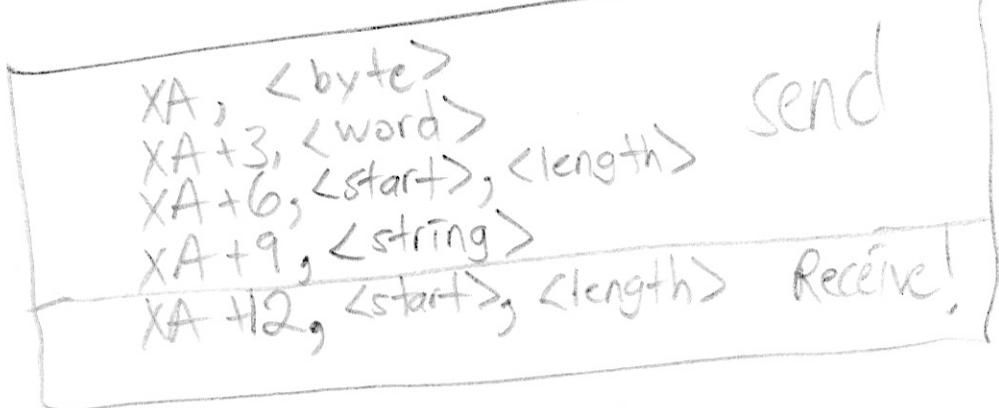
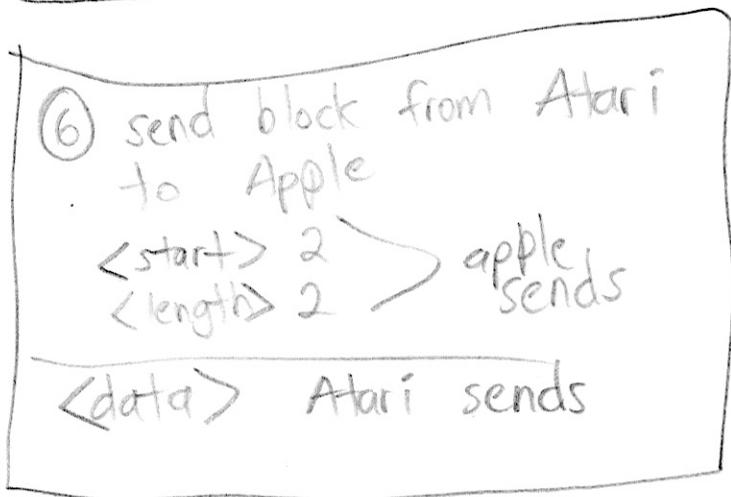
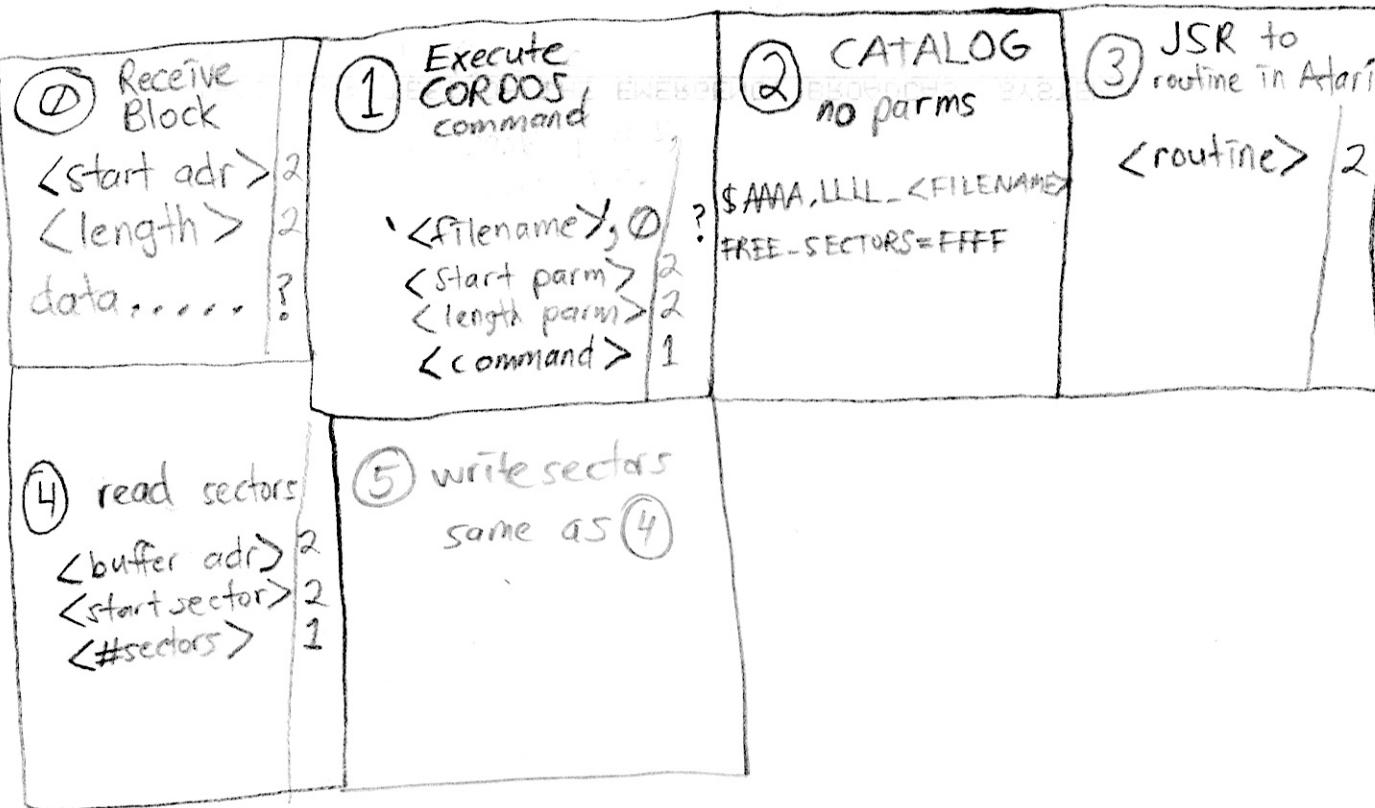
<buffer address> (word)
<sector number> (word)
<sectors to read in> (byte)

5-Write sectors from Atari memory

<buffer address> (word)
<sector number> (word)
<sectors to write out> (byte)

6-Send memory from Atari to Apple.

<starting address> (word) Atari receives
<length> (word) Atari receives
<data>.... Atari sends to Apple!



first Atari sends 1 bit
to initiate transfer